

FIG. 1A

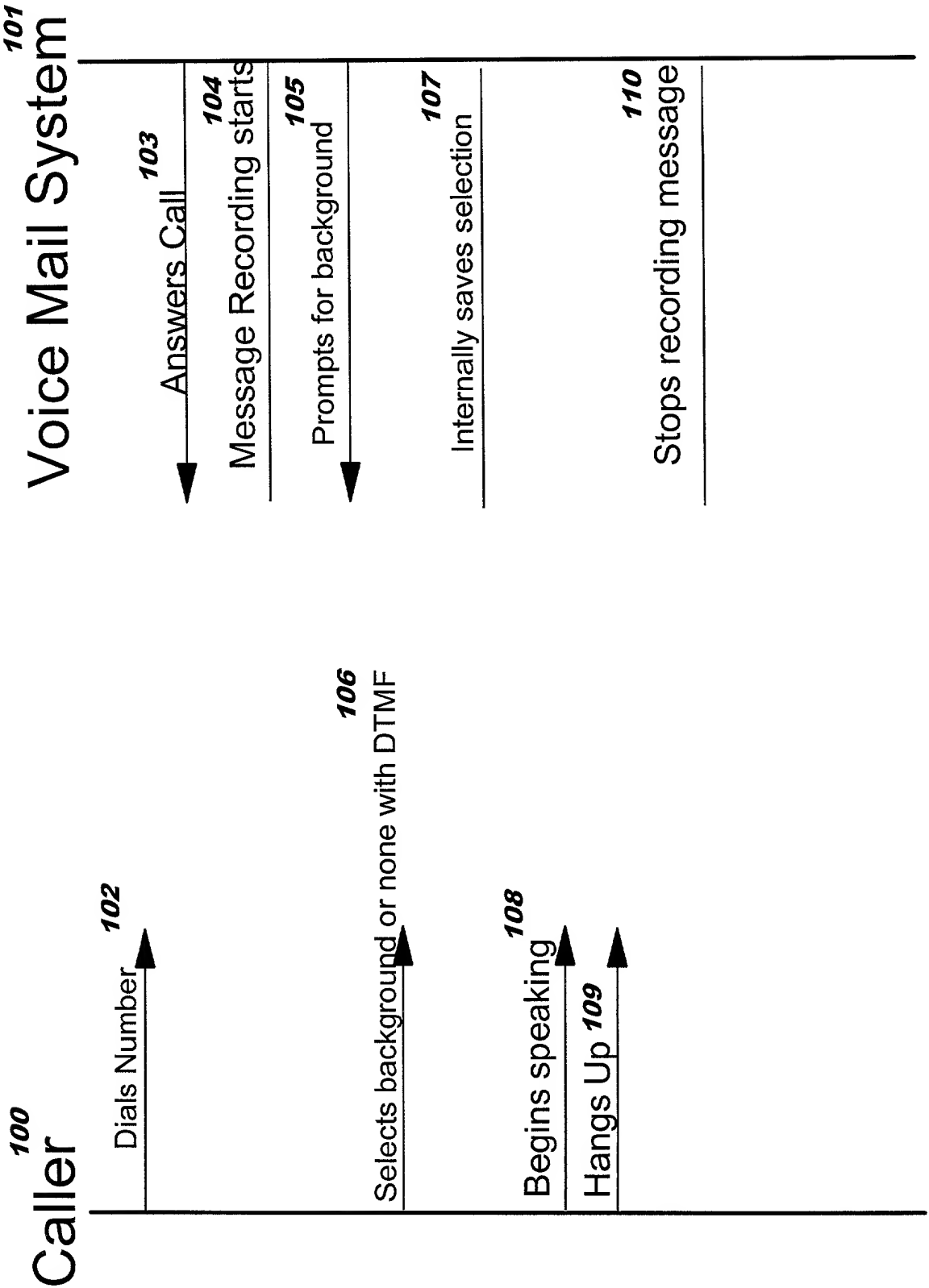


FIG. 1B

Voice Mail System¹⁰¹

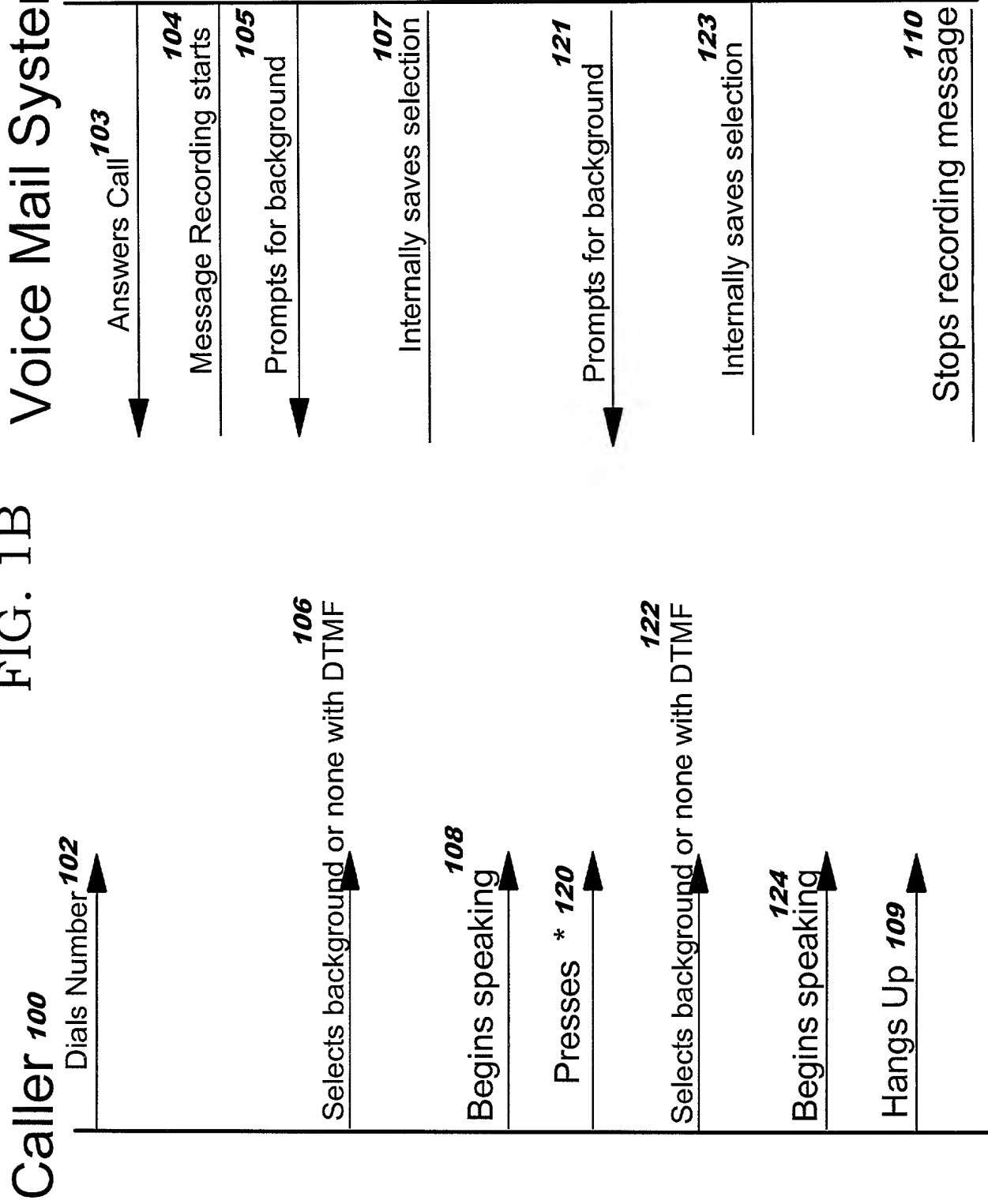


FIG. 1C

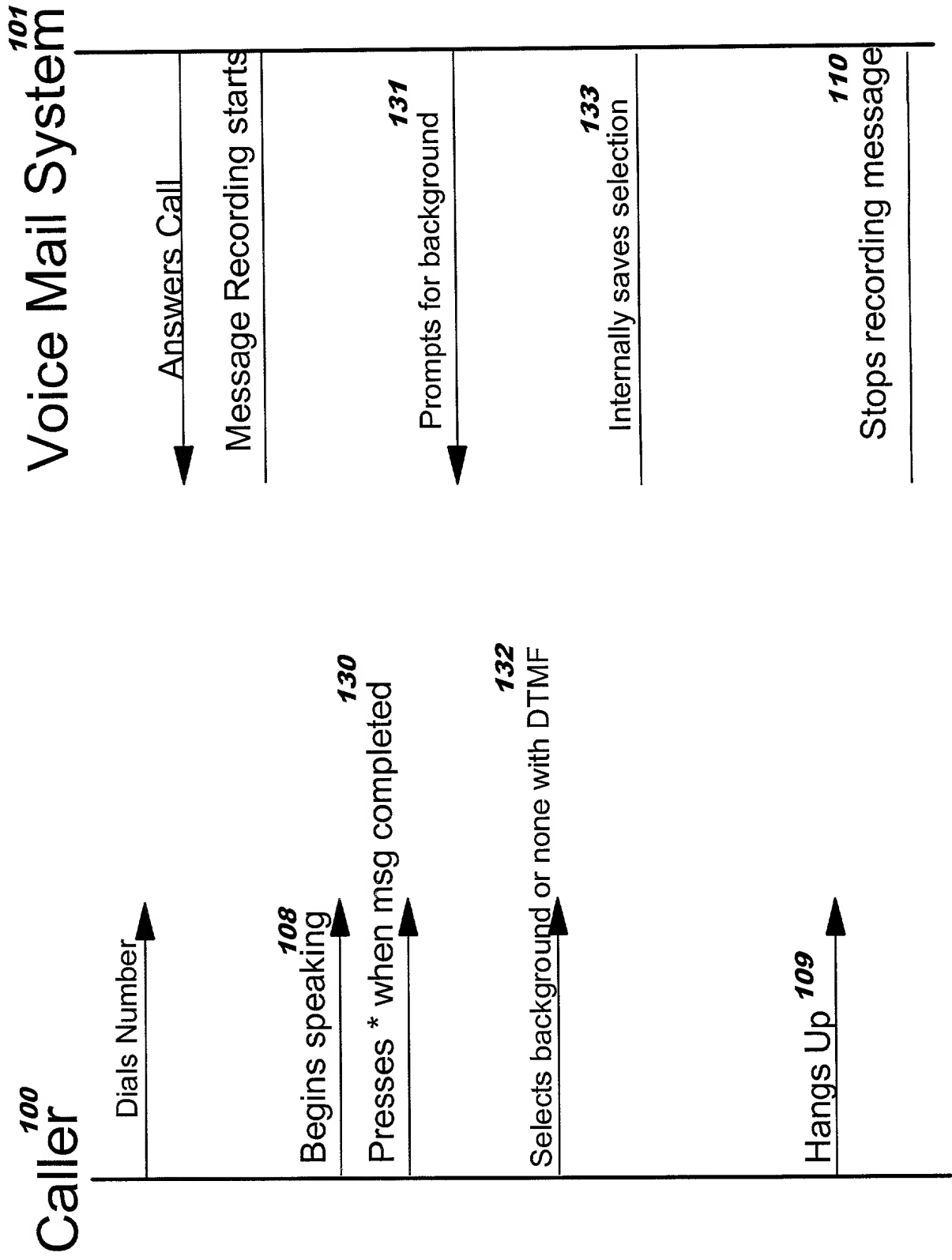


FIG. 1D

Voice Mail System¹⁰¹

Caller ¹⁰⁰

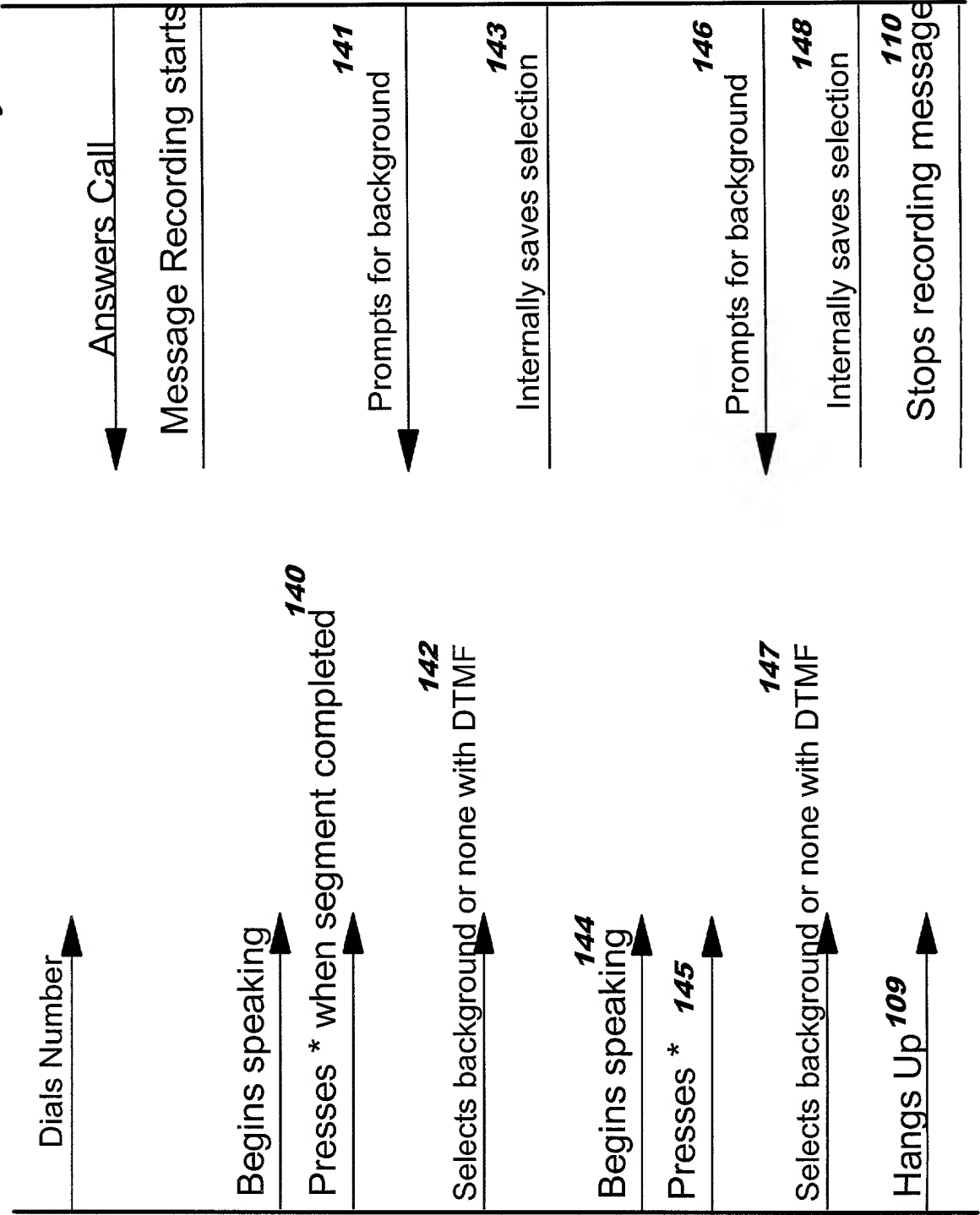


FIG. 1E

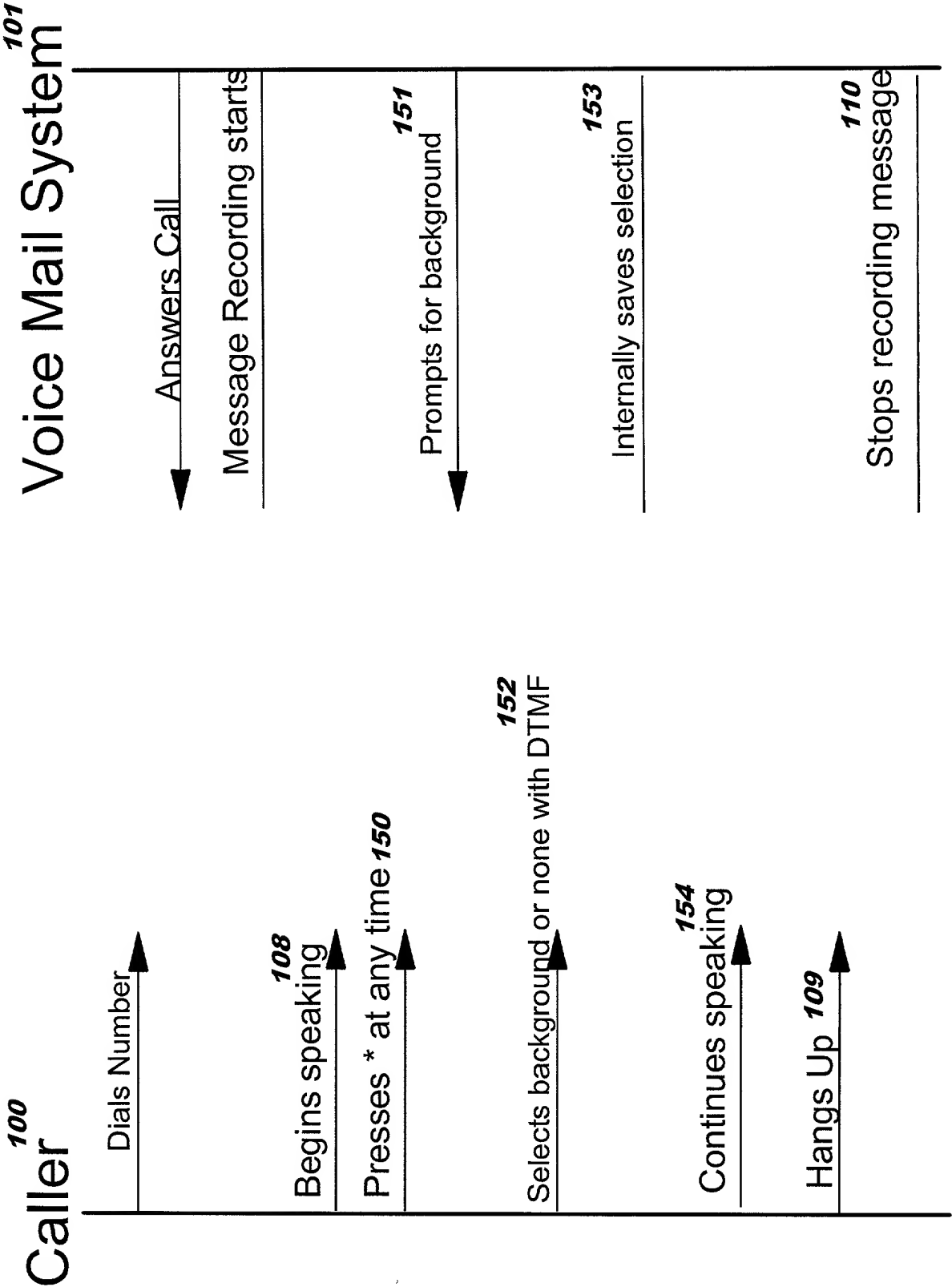


FIG. 1F

Caller 100

Voice Mail System 101

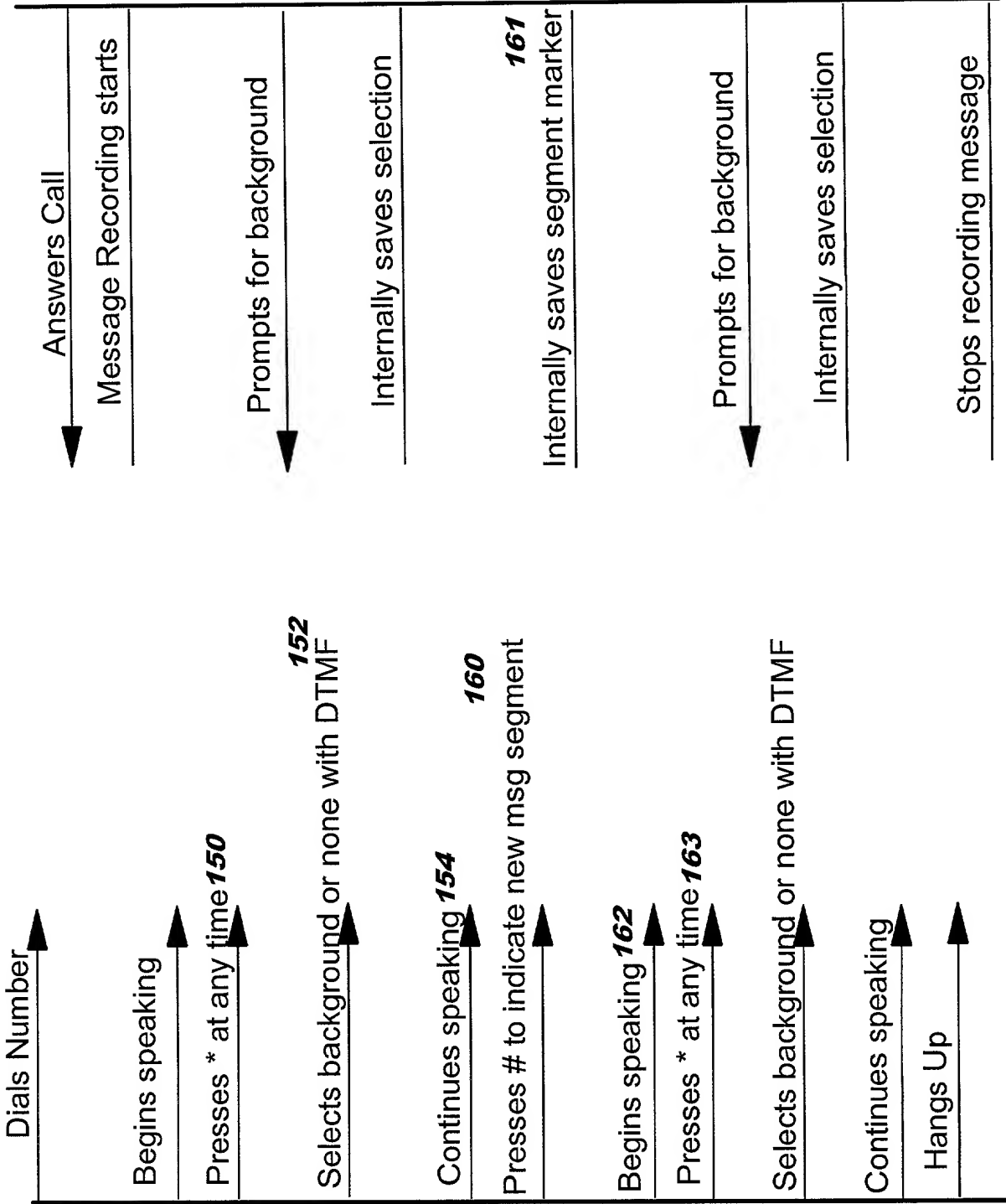


FIG. 2A

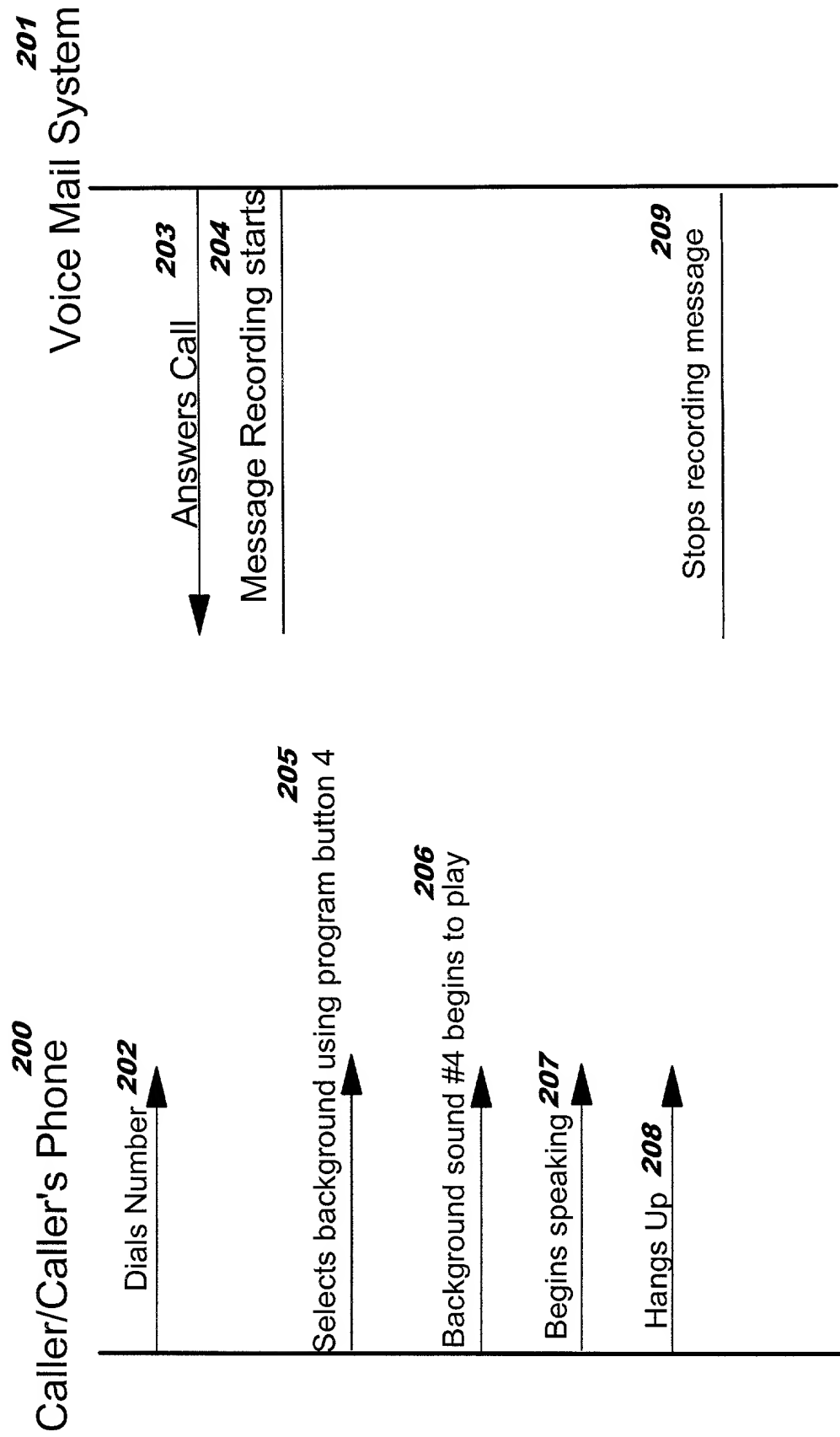


FIG. 2B

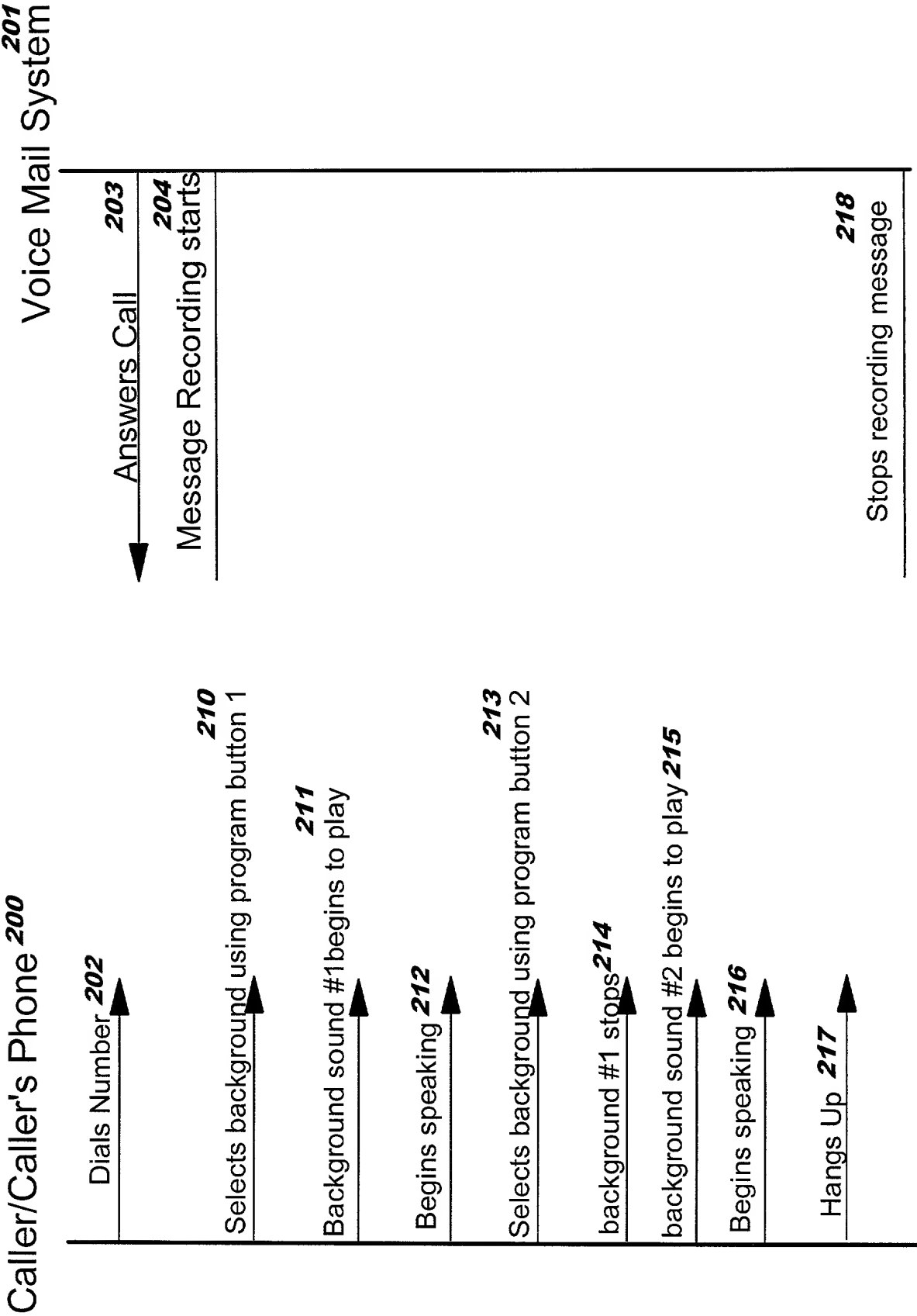


FIG. 2C

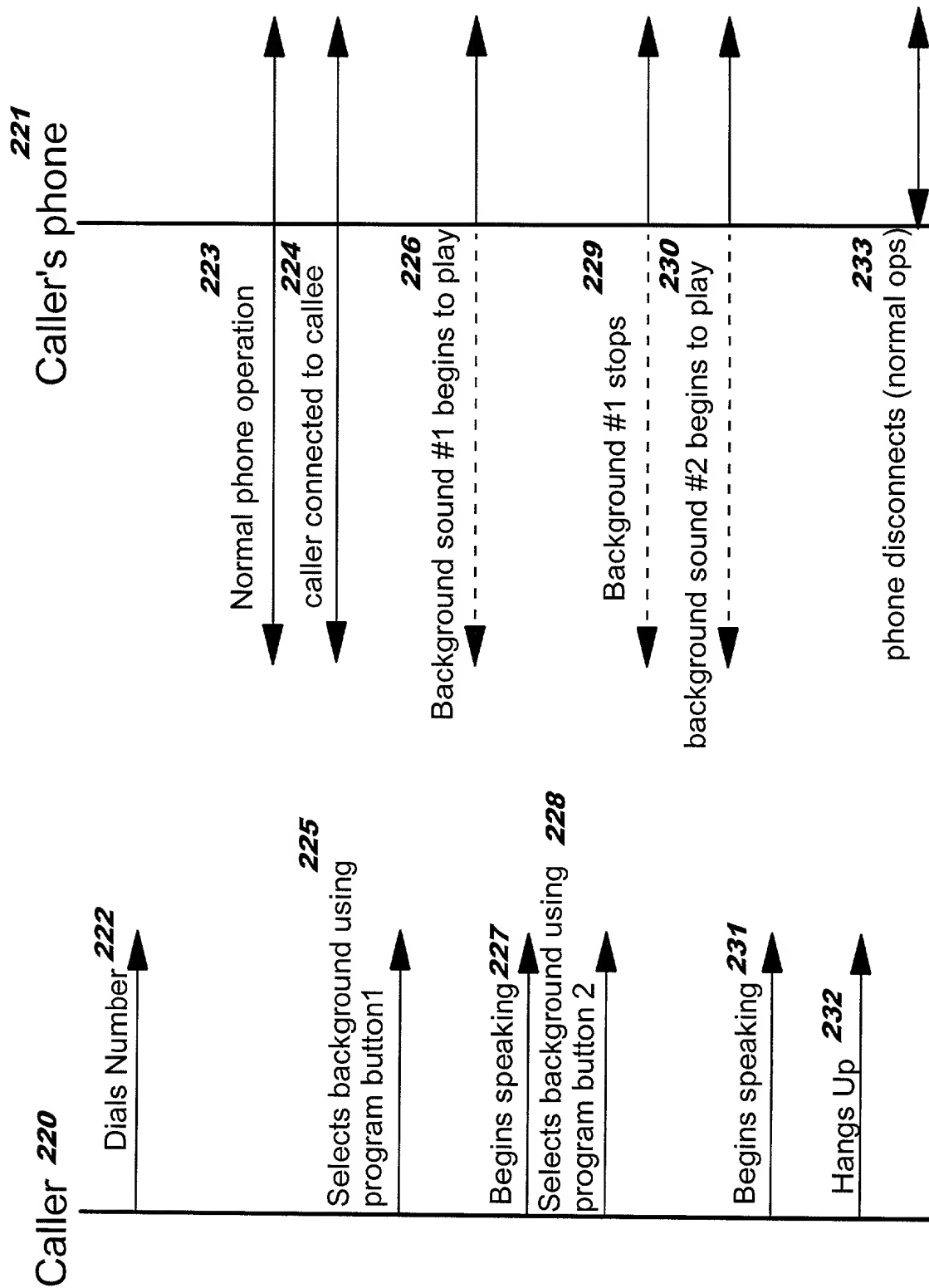


FIG. 3

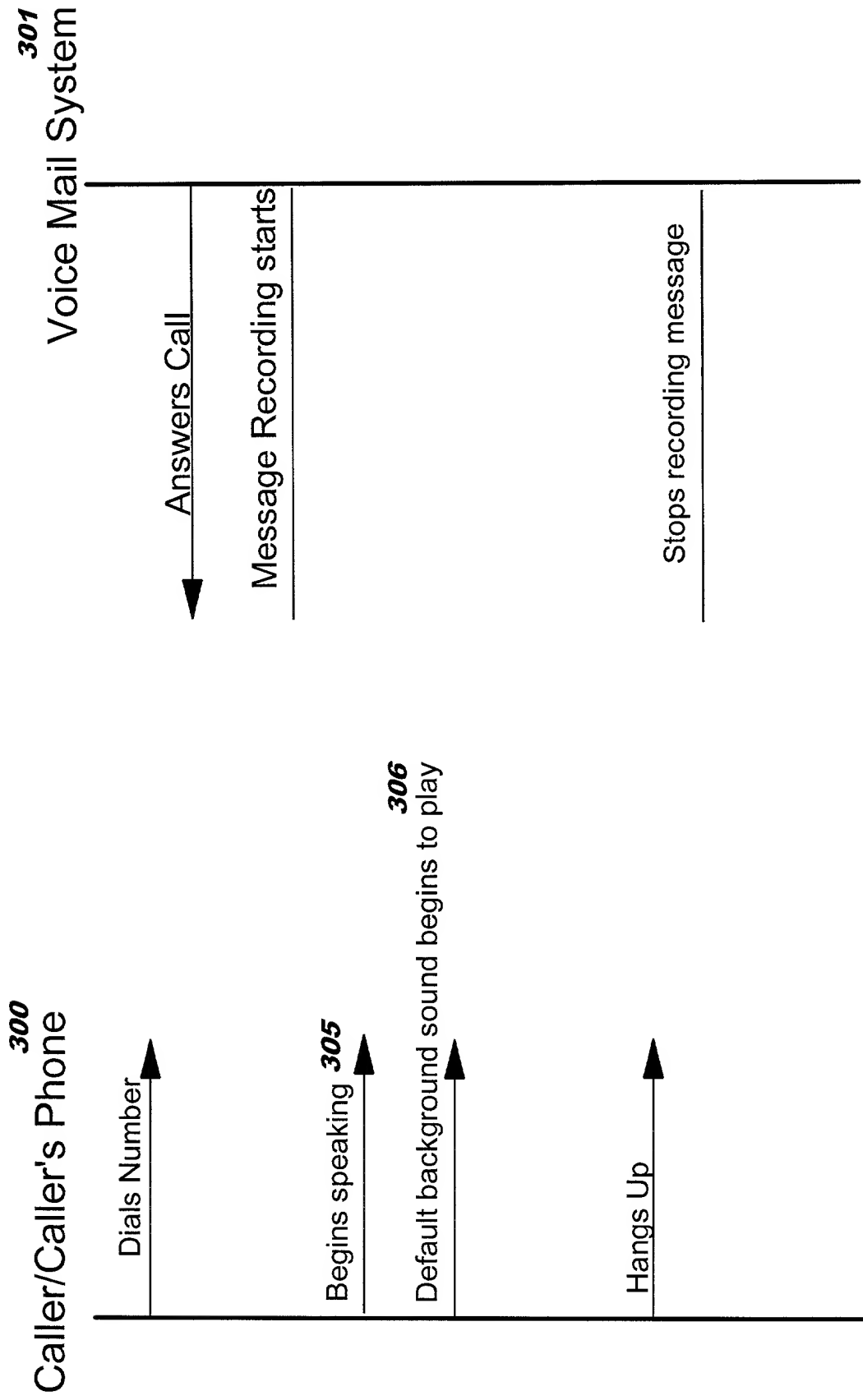
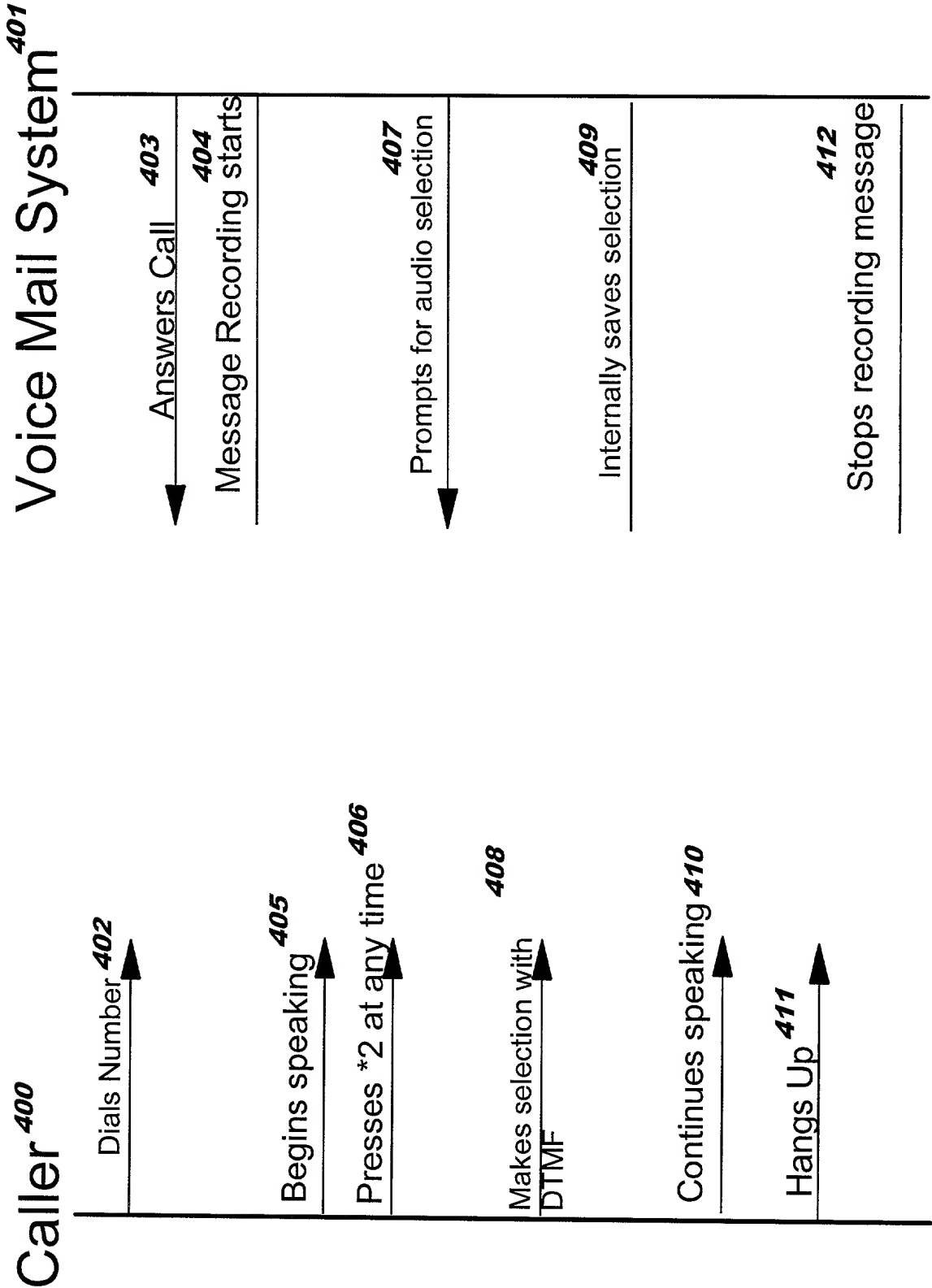


FIG. 4A



Caller⁴⁰⁰

FIG. 4B

Voice Mail System⁴⁰¹

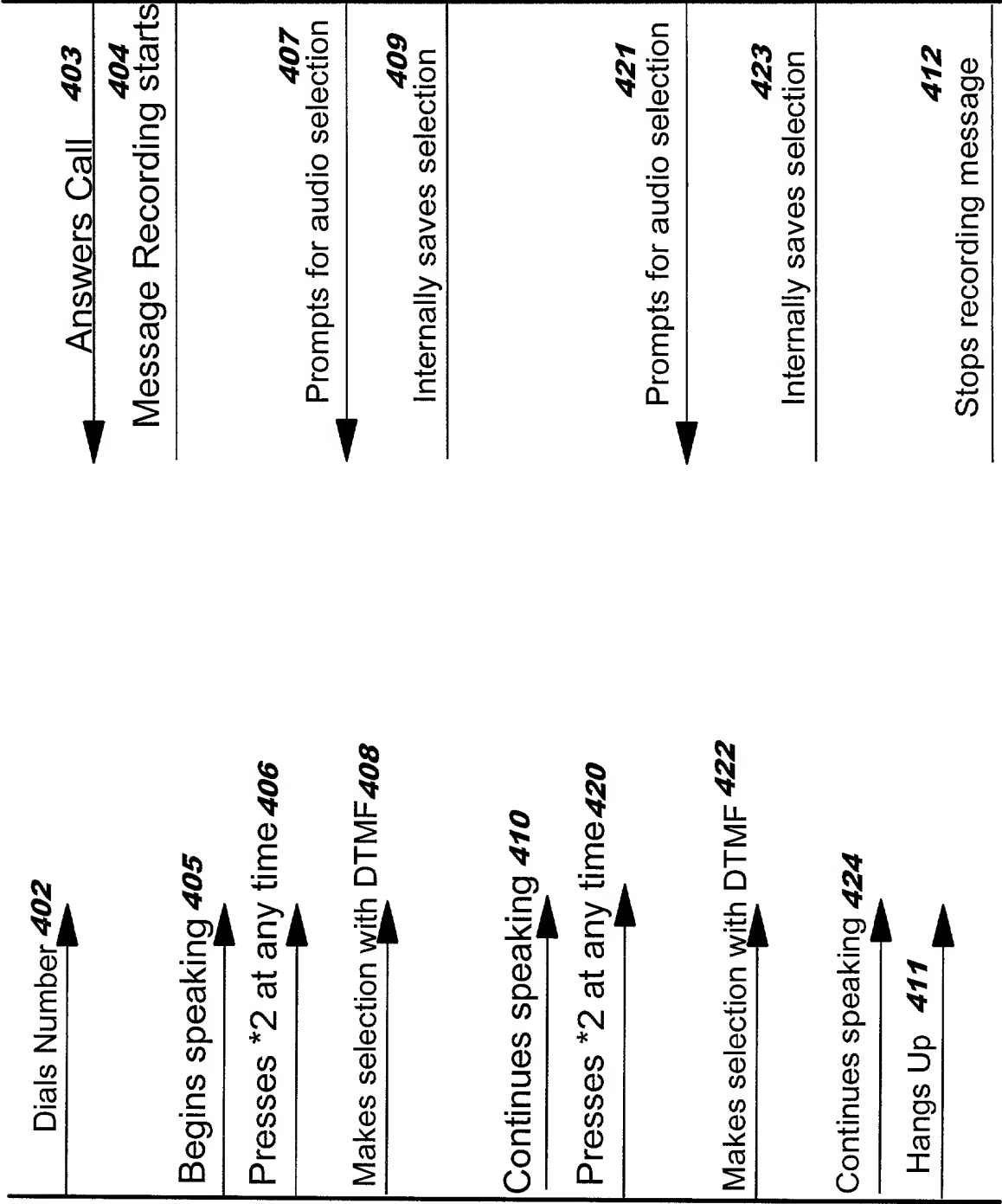


FIG. 5



FIG. 6A

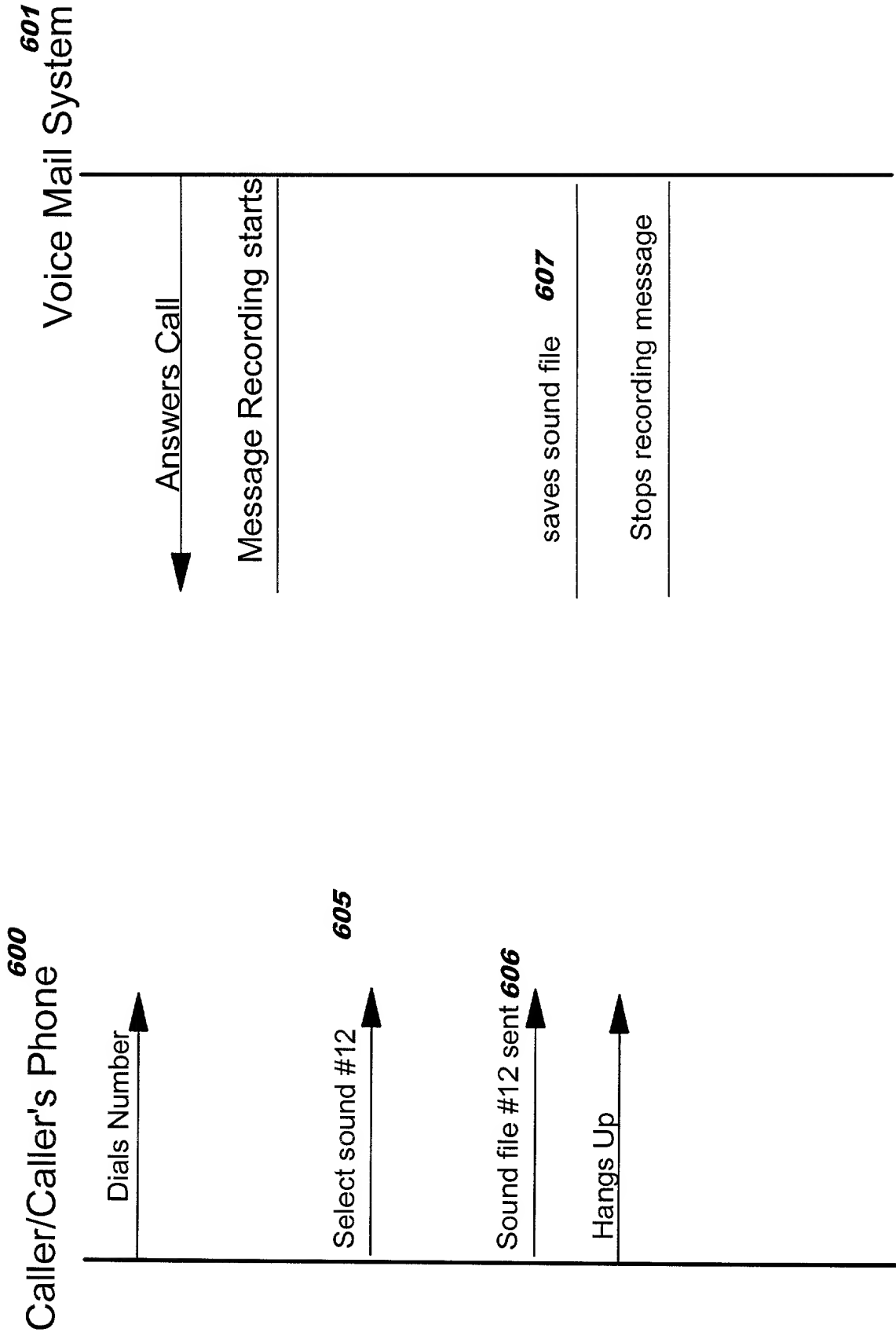


FIG. 6B

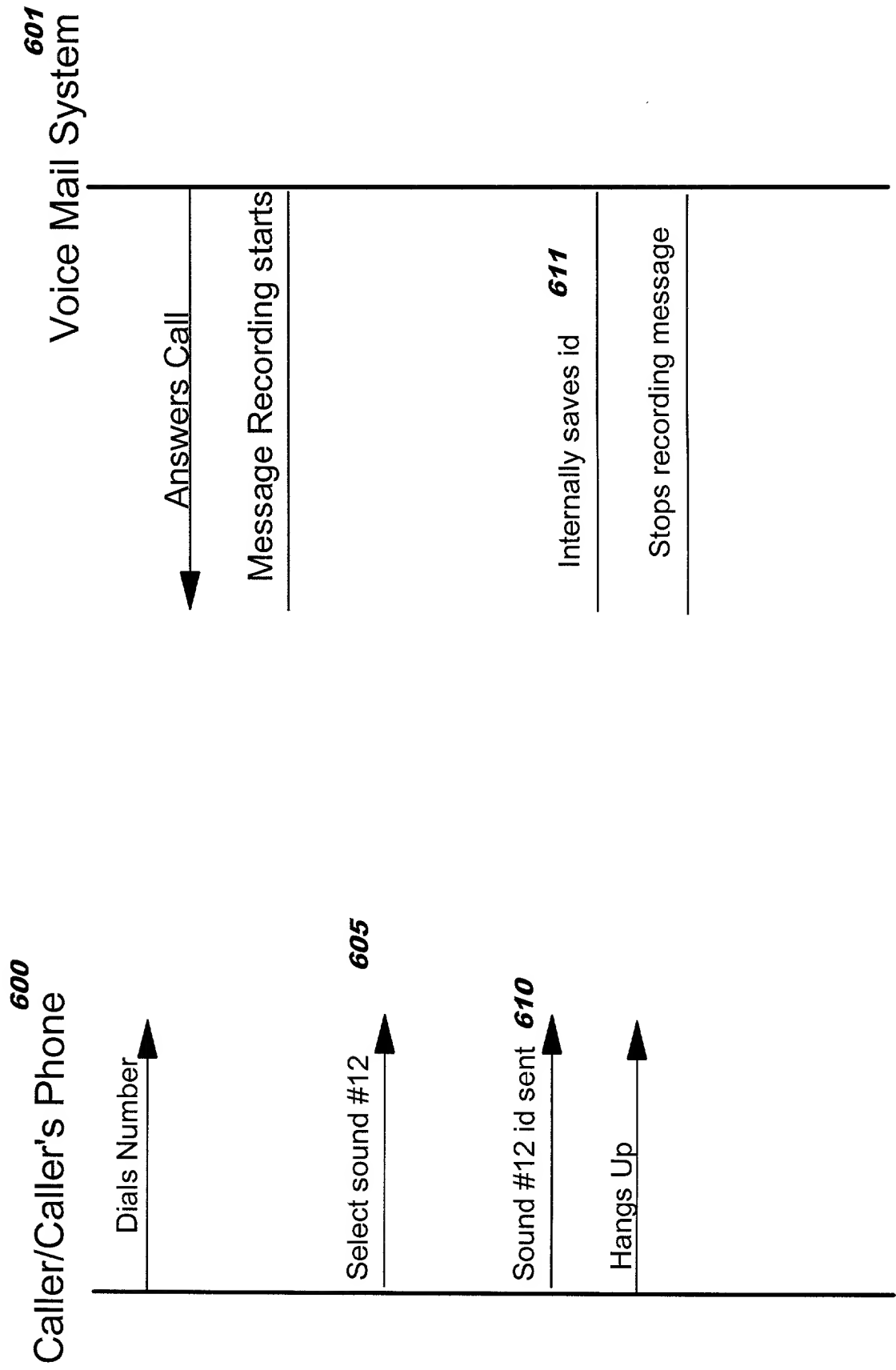


FIG. 7A

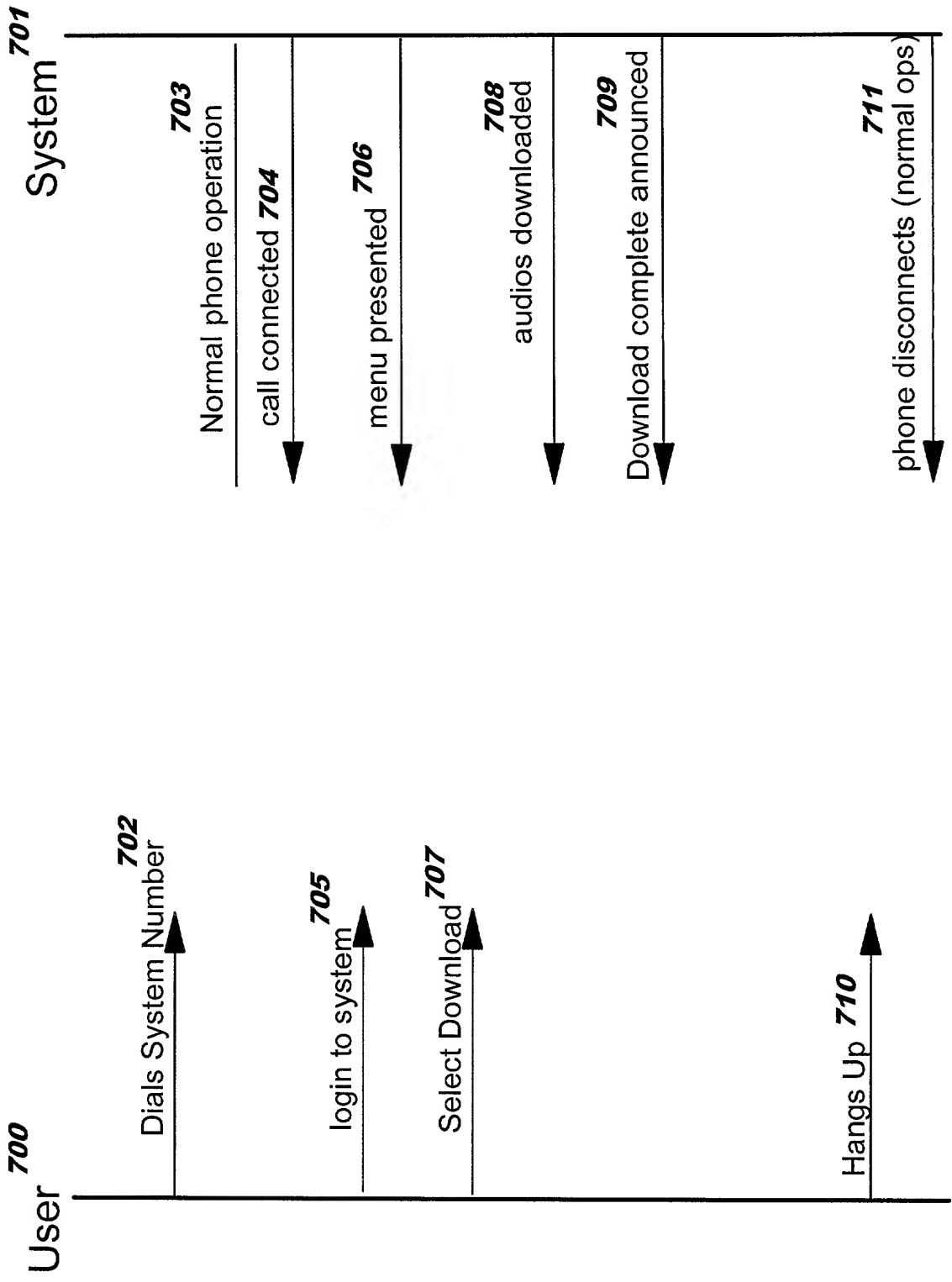


FIG. 7B

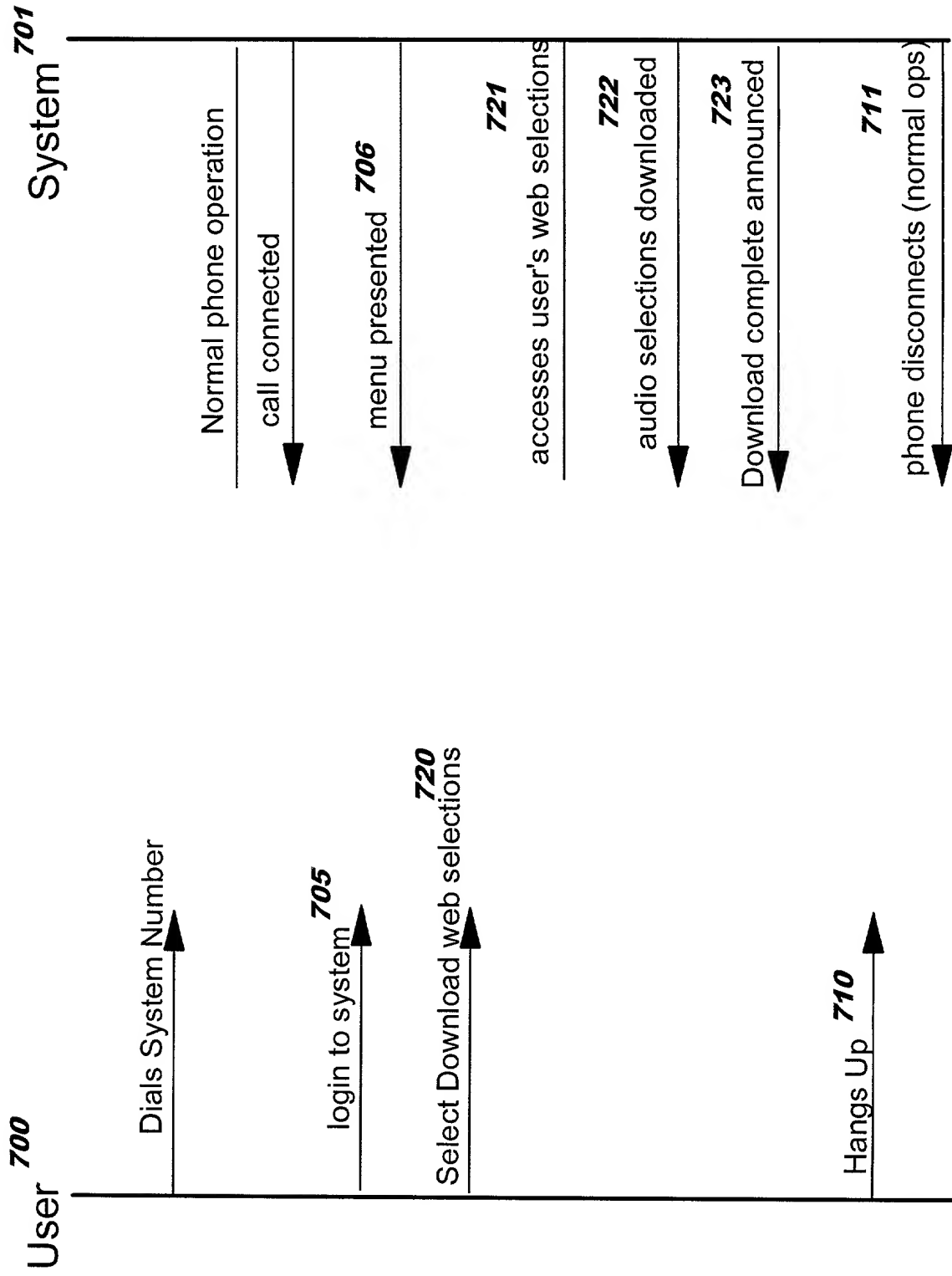


FIG. 8

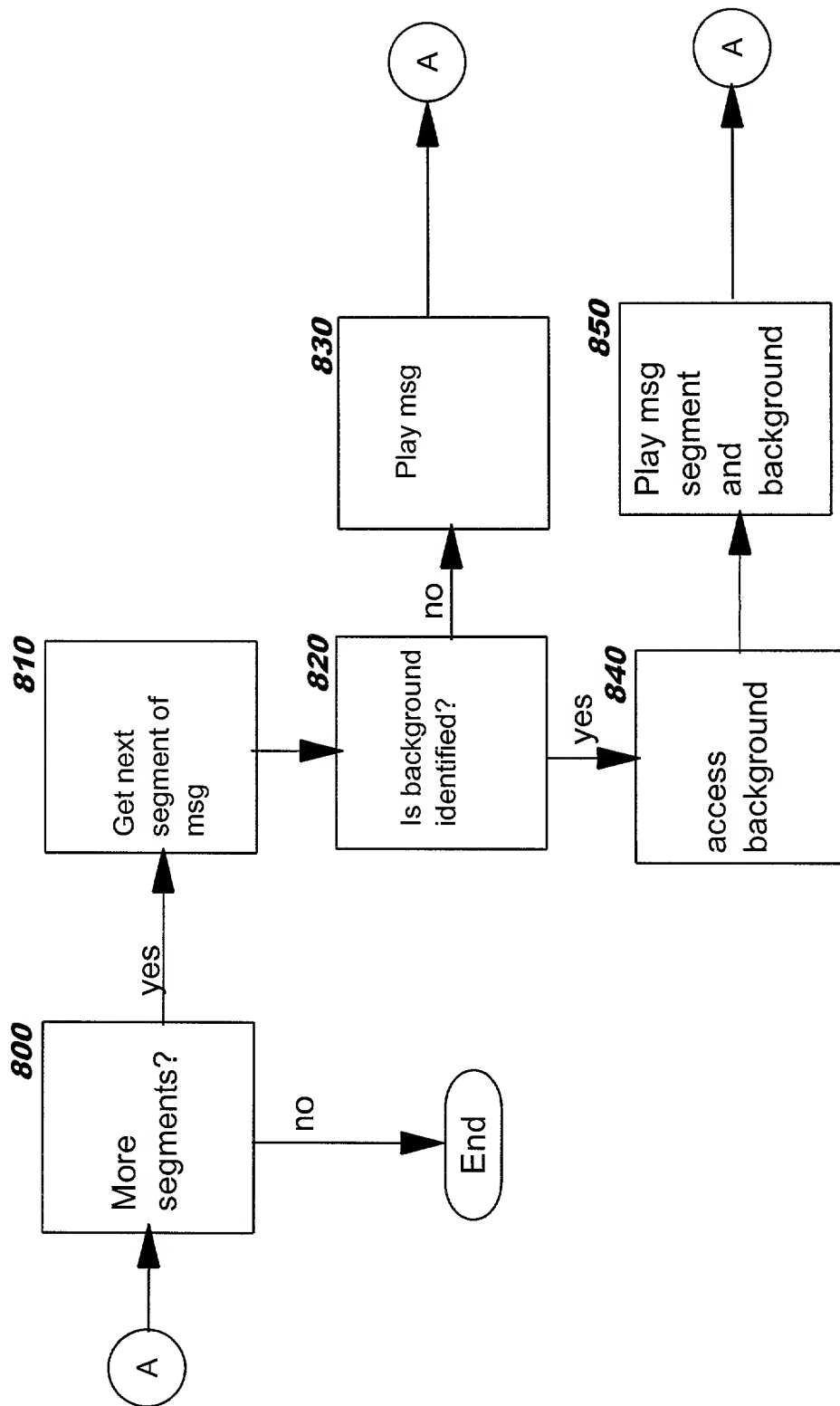


FIG. 9A

Message Segment Data Structure 900

- Message segment number
- Background selection number
- User message

Example code:

#define MAX_NUM_VOICE_SEGMENTS 500 910

Struct msg_struct 920

```
{  
    Int segment_number; /* this field is not necessarily required */  
    Int background_selection_number;  
    FILE *msg; /* could be a .wav file */  
}
```

Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] 930

FIG. 9B

Message Segment Data Structure ⁹⁴⁰

- Message segment number
- Selection type
- Selection number
- User message (only valid if selection type is not an audio file)

Example code: ⁹⁵⁰

```
#define MAX_NUM_VOICE_SEGMENTS 500
```

```
Struct msg_struct 960
```

```
{
    Int segment_number; /* this field is not necessarily required */
    int selection_type; /* this is 1 = background, 2 = audio file */
    Int selection_number;
    FILE *msg; /* could be a .wav file - will be null for audio file */
}
```

```
Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] 970
```